



## PILOT: "WOO-OO!"

22 Minute Pilot

Outline by Francisco Angones

**A-Story:** When Scrooge ignores them, Huey, Dewey, and Louie scrounge up their own excitement with all the mystical junk in Scrooge's mansion, but get way more adventure than they bargained for.

**Protagonists:** Huey, Dewey, and Louie

**Theme:** "The greater the reward, the greater the risk."

**B-Story:** After ten years behind a desk, Scrooge struggles to assemble an expedition team to prove he's still capable of adventuring.

**Protagonist:** Scrooge

**Theme:** "Family is the greatest adventure of all."

**C-Story:** In order to keep his houseboat afloat, Donald must control his temper in order to win a new job.

**Protagonist:** Donald

**Theme:** "Watch your temper."

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## ACT 1

**DUCKBURG!** A gleaming metropolis where adventure waits at every turn! In fact, it sounds like a pretty big one is happening right now: CLANG! BOOM! CRASH!

DONALD DUCK: "KNOCK IT OFF!"

REVEAL that all this chaos is coming from one place: **DONALD DUCK'S HOUSEBOAT** in the Audubon Bay Marina. DONALD tries to manage the chaos around him as babysitter after babysitter hangs up on him. He has to find someone to look after his nephews during his job interview this morning; the boys have become infamous in certain sitter circles. DEWEY pulls propane tanks from the stove as cutlery CLANGS around him. LOUIE tries to con Donald into letting him babysit them...for a price. "That'll be three kids, including myself." HUEY chases Donald around trying to prep him for his interview, reminding him to keep his temper in check. Huey taps endlessly on Donald's forehead; the Junior Woodchuck Guidebook says this is a homeopathic cure for stress. "Is it working yet? Is it

working yet? Is it working yet? Is it working yet?" Donald doesn't get how this is supposed to "relieve stress". Huey: "Well, whatever's got you stressed can't be more annoying than what I'm doing. Also, are we married to the whole sailor suit? You've gotta dress for the job you want, not the job you have!"

Dewey passes back and forth in the background with spare parts. He's gonna supercharge the boat's engines using the gas from the stove. Huey tries to explain that's not how gas works, but gets caught up in trying to figure out how it *could* work. Louie's all for suping up the houseboat; they could be in lounging in Monaco by tomorrow morning!

Donald grabs the tanks, pulls Huey away from his forehead, and sits the boys down on the couch. They can't get to Monaco in this hunk of junk. The boys' excitement falls. Donald smiles slyly: "We'll have to charter a luxury yacht!" The kids perk up! "And maybe in a few years we can look into it. And hey, we could go to Cape Suzette instead! Nothing says excitement like a quaint little fishing village and a sack of sugar-free salt-water taffy! Right, kids? *Taffy?!*" And the kids crash again. "I get you kids are bored, but we've all gotta work together to keep this family afloat.. And that's not gonna happen if I can't find a sitter."

The boys exchange knowing looks: they *could* stay with their Uncle Scrooge. Donald tenses up. "Uh-uh. NO WAY. Under NO circumstances am I gonna trust you with that lunatic!" "But there's nobody else. He's our only other relative in town and we've never even met him!" "Yeah, and there's a reason for that." Louie: "Well, I guess you could always leave us here by ourselves." Dewey lights a blowtorch. Donald sighs.

**DRIVING THROUGH DUCKBERG**, Donald grumbles as the boys excitedly rattle off stories they've heard about their mysterious Uncle Scrooge. Dewey heard a primitive town built a statue to him but a demon possessed the statue so he killed the statue and they built a smaller, more manageable one! Huey heard Scrooge solved the mystery of the Chupacabra: turns out it was a shaved bear who ate goats and now the bear is Scrooge's best friend! Louie heard Scrooge found the Lost City of Gold and turned it into a water park but the water is made of gold and also Scrooge's bathing suit is gold! He must have the most exciting life in the world!

**SCROOGE'S MONEY BIN.** Above a cavernous room full of precious jewels and riches, SCROOGE MCDUCK stretches, adjusts his top hat, and charges towards a diving board at top speed! Just as he's about to leap into the mountain of cash—

BUZZ! Scrooge's intercom screeches him to a halt; he's late for his daily board meeting. \*SIGH\* No swim in the bin today.

**SCROOGE'S BOARDROOM**, where bored Scrooge anxiously rocks back and forth in his chair as a trio of buzzards (THE BOARD) drone on and on about Scrooge's corporate holdings. As The Board calls for new business, something in the

newspaper catches Scrooge's eye: the surf report says it's drizzling off the Drake Barrier Reef!! The Board is confused. Scrooge leaps onto the table: "ATLANTIS! Lost City Under the Sea!" The Board rolls their eyes as Scrooge goes on and on about how weather patterns align with prophecy to point the way to a mythical city of riches! One of the buzzards asks what the chances are that Scrooge would die during this particular expedition. Scrooge assures them that he'll take every precaution and it'll be extremely safe! The buzzards scowl: not the answer they were hoping for.

The Board refuses to spend any more of the company's money to fund Old Man McDuck's little adventuring habit. Scrooge reminds them that this company was *built* on his "little adventuring habit". The Board counters that he has a responsibility to his shareholders and his company. They thought he was done with all that adventuring nonsense. Scrooge has been out of the game for ten years and McDuck Enterprises is his legacy. When he's gone, the company is all that will be left of that legacy; doesn't he want to safeguard that? Scrooge begrudgingly agrees. The Board votes *against* funding an expedition to Atlantis.

**SCROOGE'S LIMO** screeches madly through the streets as chauffeur LAUNCHPAD MCQUACK cheerily holds a one-sided conversation with a sullen Scrooge, who grumbles to himself about the board's short-sightedness and how he's been saddled with too many responsibilities. Suddenly, an ARMORED CAR FULL OF BEAGLE BOYS pulls up and aims a BAZOOKA at Scrooge's limo! "Looks like company, Mr. McDee!" Scrooge waves them off. He isn't in the mood; he just wants to put this day to bed. Launchpad extends a friendly "Sorry boys, no time today," to the Beagles, who swerve off the road ("Awww.") and crash. ("AAAAAHHH!")

The limo pulls up to **MCDUCK MANOR**, but there's a car blocking the gate. What fresh new headache does Scrooge have to deal with now? It's DONALD, bickering with MRS. BEAKLEY on the intercom; there must be a bad connection, because she can't understand a word Donald's saying. Donald and Scrooge yell at each other from their cars without realizing who they're yelling at. When they finally meet face to face, the tension is palpable as Donald and Scrooge share THE MOST AWKWARD HELLO in history (a lot of "You're looking well." "Still a trillionaire?" "Yup."). Then they IMMEDIATELY RETURN TO FIGHTING ABOUT MOVING THEIR CARS. Scrooge needs Donald to move so he can get home! Donald needs Scrooge to watch the kids for two hours so he can go to a job interview! Scrooge is happy to see Donald is trying to make something of himself! Donald thanks him because he thinks this is a great opportunity! So can Scrooge manage to watch the kids without losing them?! Why is everyone questioning Scrooge's competence today?! Of course he can! "GOOD! THANK YOU!" "YOU'RE WELCOME!" Donald goes to let the boys out, leaving Scrooge baffled: "Wait. What just happened?"

Donald introduces the boys: "Remember: no tricks, no lies, no trouble." "Yes, Uncle Donald." "I wasn't talking to you." Donald eyes Scrooge suspiciously as he leaves. Awkward beat as the boys beam at Scrooge. Scrooge: "Soooo...do children still like

marbles, or..." THE BOYS EXPLODE WITH A THOUSAND QUESTIONS! What's it like to base jump into a volcano?! What's your annual networth?! Can we go on an adventure or are you too old now? How come you never come to visit? Is it because you're so old and moving is difficult? You used to be a big deal! What ever happened to you?

This line of questioning rubs Scrooge the wrong way. He still *is* somebody, and he's sick and tired of everyone dismissing him and ignoring his potential. He won't be bogged down by shareholders and whippersnappers. Scrooge is gonna show the boys and the Board and everyone by finding the Lost City of Atlantis! But he *did* promise Donald he'd keep an eye on the boys. "How can I possibly do both...unless..." The boys light up with excitement!

**THE BOYS ARE TOSSED INTO AN EMPTY ROOM.** "Mrs. Beakley, watch these children while I go on the greatest adventure of all time!!!" Scrooge runs off. The boys cower before the positively British severity of Scrooge's maid, MRS. BEAKLEY. "Don't go anywhere. Don't touch anything. McDuck Enterprises is not responsible for any injuries sustained due to accidental, intentional, metaphysical, or theoretical horseplay. Lunch is at noon. It will be adequate. Any questions?" Huey asks if they're technically prisoners. Mrs. Beakley eyes a set of chains in the corner. "We'll see how the morning goes." She tosses the boys a BAG OF MARBLES. "A gift from your Great Uncle. You will return them upon your departure. I've counted them. Cheers!"

Beat. They're totally gonna break out of there, right? Crafty Dewey holds up the bag of marbles: "Yup, and I know just how to do it..."

CUT TO TWENTY MINUTES LATER. Dewey continuously slams on the doorknob with the sack of marbles as Huey and Louie sit by, bored. The doorknob finally comes off as the door swings open. Now it's time to make their own adventure!

WHAM! The boys are immediately ambushed by an UNSEEN ASSAILANT!

## ACT 2

**DARKENED INTERROGATION ROOM.** The boys hang upside down from the ceiling. Louie's crying. He misses the "Marble Room". A MYSTERIOUS FIGURE runs through the shadows, interrogating them. Who sent them? Ma Beagle? Glomgold? WHAT ARE THEY AFTER?? The boys panic; they *never* should have asked to meet Uncle Scrooge!

"Uncle Scrooge? OH MY GOSH IT'S YOU!!!"

The lights come up revealing WEBBY VANDERQUACK, excitable adventurer in training. The "interrogation room" is actually a TYPICAL 12 YEAR-OLD GIRL'S

ROOM, but with more old maps, globes, and leather-bound prophecies. Webby undoes the rope tying them (which is actually her hair ribbon) and lets loose an assault of questions not unlike the ones the boys had for Scrooge. What are they doing here? Have they seen Mr. McDuck yet? Which one's the evil triplet?!? Huey/Dewey respond: "Louie."

Webby is Mrs. Beakley's granddaughter and a student of all things McDuck, including Scrooge's past adventures and every last detail of the Duck Family Tree. She doesn't get out much...or, you know, ever, thanks to her overprotective grandmother. Webby's stoked to see *any* other kids, let alone the last of Line McDuck! Louie cuts off her energetic rambling; if she lives in the mansion, she's gotta know how to break out so they can join Scrooge on his adventure. If they're looking for adventure, Webby says they've *gotta* check out Scrooge's *top-secret storage wing*. The boys are intrigued. Webby kicks open a nearby vent and tells them to follow her to *adventure!*

**SCROOGE'S HOME OFFICE.** Scrooge and Beakley scroll through his "Adventurer's Rolodex" to find the perfect team of professionals to help him on his quest for Atlantis. He'll need spelunkers, demolitions, pilots (Launchpad chimes in: "I'm a pilot." Scrooge ignores him.) But everyone's either dead, retired, or no longer talking to Scrooge. How is he gonna prove his salt without a seasoned team?

Scrooge tells Beakley to take a memo: "WANTED: Intrepid team for expedition to unnamed mythical undersea city. Must be tougher than the toughies, smarter than the smarties, and looking to make their money square. Need adventurers, risk-takers, excavators, innovators, pilots, (Launchpad: "I'm a pilot.") willing to solve a mystery and rewrite history. Mrs. Beakley, read that back to me." Beakley: "Wanted: One secretary for Scrooge McDuck, who seems to have forgotten that I. AM NOT. HIS SECRETARY." She hurls the pen she's holding past Scrooge's head into its desktop holder with deadly accuracy.

Scrooge mentions the possibility of Mrs. Beakley coming out of retirement to join his crew. But Beakley gave that up to focus on more important things. Maybe Scrooge should too. There's more than one way to build a legacy. Scrooge supposes she *also* wants him to hang up his spats and become the dottering old quack everyone thinks he is, his kin humoring him by listening to stories about the man he *used to be*. Well, Scrooge McDuck doesn't know the meaning of the word "can't". If he has to find Atlantis by himself, so be it.

**MANSION HALLWAY.** Webby jumps down from the vent in a perfect three-point stance; the boys crash down in a heap behind her, coughing up air duct dust. (morocco joe!?) The kids peer past a velvet rope into a MASSIVE ROOM FULL OF RARE RELICS AND TROPHIES from Scrooge's lifetime of adventuring. The boys start to charge in, but Webby stops them; they're not allowed past the velvet rope. Dewey asks if she always does what she's told. Webby: "Have you met my grandmother?" Louie tries to con her into letting them pass with a series of metaphors about risk

and reward, but sheltered Webby doesn't get any of them ("If you want to eat the ice cream, you gotta risk the headache." "I'm not allowed to eat ice cream." Etc.) Finally, Huey tries, "If you want to see the cool stuff, you gotta cross the rope." Webby *totally* gets that metaphor because it's happening right now! Let's go!

**INSIDE THE SECRET WING**, the kids marvel at the treasures inside, including a small primitive statue of Scrooge (Dewey gasps), a giant coin from the Lost City of Gold (Louie gasps), and a picture of Scrooge and a shaved bear "Chupacabra" having dinner at Sardi's (Huey gasps). Webby points out several artifacts, including a Midas Glove (which can turn any one item to gold), and the Dragon-Shaped Pixiu's Gong (which unleashes an ancient evil when struck three times). In a corner, Dewey uncovers a torn painting of Scrooge on a swashbuckling adventure. Then he notices an eager young sidekick next to Scrooge: "Uncle Donald? What happened to you?"

**OFFICE WAITING ROOM.** Donald, in suit and tie, sits holding his resume surrounded by his GIANT, BURLY fellow applicants. An intimidating INTERVIEWER informs the group that they're looking for the best of the best of the best! Donald demands to know what any of this has to do with the accounting position. But the accounting position's already been filled. This is an interview for a sailor! The Interviewer presents Donald with a sailor suit not unlike his own. As such, they will be issuing a series of challenges to test their skills. CUE INTERVIEW CHALLENGE MONTAGE testing the applicants' strength (Donald tugging desperately on a large metal chain), wits (Donald stuck in a massively complex knot), and endurance (while the other applicants hold up large rubber rafts, Donald is immediately crushed). Each time, Donald's temper gets the better of him. Frustrated Donald anxiously taps his forehead to reduce his stress level.

**SCROOGE'S SECRET WING.** Louie places green post-its on various treasures to call dibs on them for when Scrooge croaks. The others glare at him. "What? He's super-old." Louie spots a giant treasure chest and throws it open. Nothing but a bunch of OLD SHEETS. Suddenly the sheets stir and rise up. The kids look terrified...until they realize it's just a lame-looking sheet ghost. Seriously? This is their big adventure? Huey marches up to this "obvious hoax" and tears off the sheet...

...REVEALING A HORRIFYING SPECTRAL DEMON PIRATE! Webby: "It's the Ghost of Captain Peghook come for revenge on Scrooge!" Dewey leaps into action, grabbing a SWORD off the wall. But the sword levitates in mid-air and careens through the room wildly! Webby: "The Deus Excalibur! The enchanted sword that won't rest until it's slain its target!" They duck the sword, which hits Pixiu's gong once! Not wanting to make the situation worse, Louie puts his hands in the air ("I'm just gonna sit this one out") and calmly sits on a saddle...which unearths a HORRIFYING HEADLESS WERE-HORSE! Webby: "It's the Headless Horse-Man! That one seems self-explanatory!"

As the kids dodge the chaos, the blindly lumbering Horse-Man hits Pixiu's gong again. Webby reminds them that if the gong is hit once more, something terrible could happen! Dewey: "What could possibly be worse than this?!"

"WHAT IN DISMAL DOWNS IS GOING ON IN HERE?!?" The kids turn to see a *furious* Scrooge in the doorway. Dewey/Huey/Webby: "Louie did it."

### ACT 3

**SCROOGE'S SECRET WING.** Scrooge and the kids dive behind the giant gold coin as the ghost, sword, and horse-man lay waste to the wing! Huey likes the odds: "There's three of them and five of us. Oh, wait, nevermind. They teamed up." Now the ghost holds the sword while riding on the back of the horse-man! Scrooge: "Good. That means there's only one target."

Scrooge marches up to the sword-wielding horse-back ghost. "Oi! Beastie! State your unfinished business." Scrooge deflects a few sword swings with his cane. "What's it gonna take to ship ya offta the afterlife?" Ghost: "THE HEAD OF SCROOGE MCDUCK!" This may be trickier than Scrooge thought.

The ghost hurls the sword at Scrooge! In one swift motion, Scrooge dodges, grabs the sword, and shoves it into the NEARBY PRIMATIVE SCROOGE STATUE, decapitating it! "There's your head." The ghost disappears: "I should have been more specifiiiiic..." As the lodged SWORD struggles in vein to break free of the statue, Scrooge shoves the stone Scrooge head onto the Headless Horse-man, who thanks him profusely.

The kids freak out! That was AMAZING! Their excitement dies down when they see the angry look on Scrooge's face. Huey: "We came to the Secret Museum Wing to find you because we...um... love you?" "*Secret Museum Wing?* This is my garage! I came down here to find my scuba gear!" Upon second look, the "wing" looks a *lot* more like a garage full of Scrooge's old junk. Webby: "But if this is a garage, then how do you explain the... Gardenhose of Destiny and... Montezuma's Stack of Old Magazines and...oh..." The kids admit that they only wanted to prove that they were worthy of going to Atlantis with him.

"You want to go to Atlantis? You can't even handle the garage! And I'm particularly disappointed in you, Webbigail. These boys are just inept. What's your excuse?" The kids are all ashamed as Scrooge sends them to their rooms. "But we can..." "NO YOU CAN'T!" Scrooge bangs PIXIU'S GONG for emphasis. The kids' eyes go wide. Scrooge: "What are you gaping at? The curse is only activated if you hit the gong three times and... you hit this thing twice already, didn't you?"

Behind Scrooge, the dragon on the gong SHEDS ITS STONE SKIN and wreaks havoc through garage! According to ancient legend, Pixiu was a treasure-hunting dragon that would find gold for its master...and then eat it. Looks like Scrooge is gonna

have to clean up *another* one of the kids' messes. Scrooge grabs Pixiu's tale as it bursts through the roof. He calls back to the kids: "STAY PUT." The kids watch as Scrooge and Pixiu take to the skies. Louie puts a green post-it on another relic. Huey and Dewey glare at him. "What? He's fighting a DRAGON!"

CREEEEEK. The garage door opens. The boys look over to see Webby heading for the exit. What is she doing? Scrooge told them to stay put! Webby: "If you want to see the cool stuff, you gotta cross the rope." The boys smile; they're in. But how are they gonna get up there?

CRASH! LAUNCHPAD crashes the limo through the garage wall. "I'm a pilot." The kids exchange nervous looks.

**ABOVE DUCKBURG.** Scrooge climbs his way towards the dragon's head. Where could this gold-eating gargoyle be headed—OH NO. Scrooge realizes Pixiu's headed STRAIGHT FOR HIS MONEY BIN! This adventure really *is* gonna cost him his legacy! He uses his cane as a bit to steer Pixiu down towards the ground as it flies in between buildings.

**SHIP'S DECK.** As the dragon flies through Duckburg, Donald races the other applicants up a climbing wall. The Interviewer calls up: the first one to ring the gold bell at the top of the tower gets the job! Donald falls behind and starts to lose his temper, then starts repeating the Zen Mantra, for his boys. Donald pulls ahead and reaches the top! He did it!!! He goes to ring the bell...

...which is swiftly eaten by the dragon Pixiu in a flyby. Donald FREAKS OUT and launches into a classic squawking rage, bringing down the entire obstacle wall. Interviewer: "You know you didn't get the job, right?"

**ABOVE DUCKBURG.** Pixiu weaves in between buildings trying to shake Scrooge on its way to the Bin. It pulls a barrel roll and Scrooge falls...

**...INTO LAUNCHPAD'S PLANE DIRECTLY BELOW THE DRAGON!** Scrooge sees the kids and starts to chastise them: "You can't just—" Huey cuts him off. There's no time! Pixiu is already tearing the roof off of Scrooge's Money Bin! Webby proposes some kind of mystical trap, like an Infinity Mirror or a Midas Glove or—

Louie pulls out the Midas Glove he swiped from the garage. (What? He was totally gonna give it back.) But how will they get the Midas Glove close to the dragon? Huey holds up the "GARDENHOSE OF DESTINY" and Dewey quickly ties it around Scrooge's waist while Huey calculates the trajectory. Scrooge struggles to keep up. Webby asks Scrooge if he has any questions. "Yes. Since when is Launchpad a pilot?" Everybody: "GO!"

Scrooge LEAPS OUT THE DOOR and hangs from the plane as the kids hold on to the other end of the hose! Scrooge reaches out his Midas-gloved hand as Pixiu is just about to hit the Money Bin and...

...grabs onto the dragon's tail! The dragon turns to gold as it CRASHES THROUGH THE MONEY BIN'S ROOF! Pixiu's tail whips out as it solidifies, KNOCKING SCROOGE LOOSE FROM THE GARDENHOSE! In the plane, the kids watch in horror as Scrooge hurtles towards certain doom!

Mid-air, Scrooge tucks into a roll and SPLASH! Lands a PERFECT SWAN DIVE INTO THE MONEY BIN! The kids look on anxiously. Then SCROOGE SURFACES AND GLEEFULLY SWIMS THROUGH THE COINS! The kids cheer! Launchpad muses: "Family truly is the greatest adventure of—OH NO THE GROUND!" CRASH!

**OUTSIDE THE BIN, MINUTES LATER.** Launchpad uses a fire extinguisher on the flaming plane as the kids swarm around Scrooge in a flurry of excitement! But Scrooge is suddenly stern. In their attempts to prove that they were "capable adventurers," they trashed his garage and bin, awakened a whole bunch of ancient evils in the process, and risked his entire fortune! The kids look down, ashamed.

"I said you couldn't... and then you did. And now we have a giant gold dragon. Maybe there *is* more than one way to build a legacy. I *have* been looking for a team. All in favor of finding the Lost City of Atlantis?"

Everybody: "AYE!"

**ON THE SHIP.** Donald packs up his briefcase and prepares to leave. What is he gonna tell the boys and Uncle Scrooge? "Uncle Scrooge? McDuck?" A STRANGE OLD DUCK stops Donald. "Congratulations! You're hired. Welcome to Glomgold Industries. Now, what do you know about Atlantis?"